

Amendments to the Claims

1. *(Currently Amended)* Computer graphics processor, having a forward mapping renderer, comprising:
 - a texture space rasterizer (~~TS~~) for rasterizing a primitive in texture space,
 - a color generating unit (~~PS~~) for determining the color of the output of the texture space rasterizer (~~TS~~) and for forwarding a color sample along with coordinates,
 - a 2-pass screen space resampler (~~SSR1, SSR2~~) for resampling the color sample determined by the color generating unit (~~PS~~), and
 - at least one one-dimensional blur filter unit (~~1PB, 2PB~~) associated to at least one pass of said screen space resampler (~~SSR1, SSR2~~) for performing a one-dimensional blur filtering before performing said at least one pass.
2. *(Currently Amended)* Computer graphics processor according to claim 1, comprising
 - a first and a second one-dimensional blur filter unit (~~1PB, 2PB~~),wherein said screen space resampler (~~SSR1, SSR2~~) comprise a first pass and a second pass screen space resampler (~~SSR1, SSR2~~),
wherein said first blur filter unit (~~1PB~~) is arranged before said first pass screen space resampler (~~SSR1~~) and said second blur filter unit (~~2PB~~) is arranged before a second pass screen space resampler (~~SSR2~~).
3. *(Currently Amended)* Computer graphics processor according to ~~claim 1 or~~ claim 1, wherein
said first and second blur filter units (~~1PB, 2PB~~) are one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.
4. *(Currently Amended)* Computer graphics processor according to claim 3, wherein
said rasterizer (~~TS~~) is adapted to determine said shear factor.

5. *(Original)* Computer graphics processor according to claim 1, further comprising:

a delay unit for storing a plurality of color samples to perform an averaging of overlapping color samples in order to determine blurred color samples.

6. *(Currently Amended)* Computer graphics processor according to ~~claim 2 or 3~~claim 2, wherein

said first and second blur filter units (~~1PB, 2PB~~) are box low pass filter having a footprint determined by the shear factor.

7. *(Currently Amended)* Computer graphics according to ~~claim 2 or 3~~claim 2, wherein

said first and second blur filter units (~~1PB, 2PB~~) are low pass filter having a weighted footprint.

8. *(Original)* Method of rendering images based on a forward mapping rendering, comprising the steps of:

- rasterizing a primitive in texture space,
- determining the color of the output of the rasterizing step and forwarding a color sample along with coordinates ,
- 2-pass screen space resampling the color sample determined in the color generating step, and
- performing at least one one-dimensional blur filtering before performing at least one pass resampling.

9. *(Original)* Method according to claim 8, comprising the steps of:

a first and a second one-dimensional blur filtering,
wherein said resampling step comprise a first pass and a second pass screen space resampling,
wherein said first blur filtering is performed before said first pass screen space resampling and said second blur filtering is performed before a second pass screen space resampling.

10. *(Currently Amended)* Method according to ~~claim 8 or 9~~claim 8, wherein said first and second blur filtering is performed based on one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.

11. *(Original)* Method according to claim 10, wherein said shear factor is determined in said rasterizing step.

12. *(Original)* Method according to claim 8, further comprising the step of:
storing a plurality of color samples to perform an averaging of
overlapping color samples in order to determine blurred color samples.

13. *(Currently Amended)* Method according to ~~claim 8 or 9~~claim 8, wherein said first and second blur filtering is performed on the basis of box low pass filter having a footprint determined by the shear factor.

14. *(Currently Amended)* Method according to ~~claim 8 or 9~~claim 8, wherein said first and second blur filtering is performed on the basis of low pass filter having a weighted footprint.

15. *(Currently Amended)* Computer program product comprising program code means stored on a computer readable medium for performing a method according to ~~any one of claims 8 to 14~~claim 8 when said program is run on a computer.